

2012

# Conversational English. Session 5: Blown Away



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## Session 5: “Blown Away!”

This is an opportunity for all participants to be involved in the fun of a Game Show. There is an element of chance, so that if a team loses there is no shame. There is also an element of knowledge and skill, so that team members can work together and have a better chance of winning.

### Objectives

Participants will:

- Work with a team, negotiating and sharing in English only
- Create and share questions, with answers, to be used in the quiz
- Participate in the planning and setting up of the Game Show
- Be involved in a fun learning activity.

### Materials:

Trainer needs:

- PowerPoint presentation of explanation for this session.
- Papers for participants to record questions and answers
- Papers for planning the grid scores
- Whiteboard (large, or 2 mobile boards) and whiteboard markers (preferably more than one colour)
- Prizes for the winning team.

Participants need:

- Participant’s notes for this session.
- Writing materials.



## Procedures:

### Explanation

#### 1. Firstly allow 10-15 minutes to go through the PowerPoint presentation explaining the Game Show.

Slide 1



“Blown Away!” is a Game Show style learning activity where everyone in the group can be involved in the planning and the excitement of playing.

Slide 2



The name ‘Blown Away!’ comes from the idea of a strong wind that blows everything away. At times a team will have their score blown clean away.

Teams can lose – and gain – extra points in other ways too.

Slide 3

All the excitement of a Game Show



We are going to need the following volunteers:

- M.C. to oversee the running of the show
- Questioner – to ask quiz questions and decide if answers are correct
- Scorer – to accurately display team scores
- Grid managers – two people to work together to read scores off small (paper) grid and write scores into grid on whiteboard
- Timekeeper – to keep time for teams answering questions
- Question writers – everyone will be involved in writing questions

Participants should be in groups of about 4-6, and each group/team should have a number.

The organising volunteers could sit as one group.

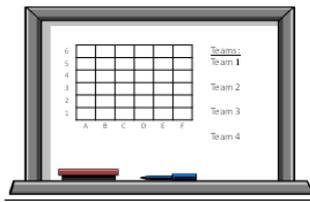
Game shows commonly are based around ‘choose a box’ – without knowing what is inside – and this is where the element of chance adds fun and excitement to the game. Unlike a game like ‘Jeopardy’ where the player chooses a box containing a *question*, the teacher/leader/mc chooses the question and if they answer correctly *then* they have the option to choose a box containing an unknown score.

Slide 4



Slide 5

Preparation 1. – on the board(s):



Grid managers need to prepare a blank grid on one of the white boards.

Scorer needs to prepare the scoreboard with a list of teams (team names or ‘team 1, team 2 ...’) and space to write scores. This could be on a second whiteboard.

Slide 6

Preparation 2. – on paper:

6	30	10	500	100	200	0		
5	500	B	20	5	30	40		
4	2	500	Swap	200	1	B		
3	5	50	10	B	0	1000		
2	500	20	3	50	500	Swap		
1	0	5000	5	50	50	50		
	A	B	C	D	E	F		

B = Blown Away  
S = Stolen  
Swap = swap scores  
D = Double

Grid managers need to prepare a paper grid to match the whiteboard grid, and fill in the scores.

It really doesn’t matter what the numbers are. You could put numbers in the millions or only hundreds. Participants always find it amusing to get a score of ‘1’ when they were hoping for maybe ‘500’.

Many special categories are possible. Obviously there should be some ‘B’ for ‘Blown Away’ boxes. The ‘S’ for ‘Stolen’ is always popular because the team gets to keep the score rather than wasting it by blowing it away. Participants enjoy the irony of getting a ‘D- Double’ when their score is 0, and getting a ‘Swap’ when they already have the top score but they have to choose someone to swap with.

Slide 7

3. Questions – at least one from each participant

- What is the capital of Haiti?
- Give a ‘have you ever...?’ sentence for this verb.
- How many hours from 9am today to 2:30pm tomorrow?
- What is the past participle for ‘give’.
- Make a question for which this is the answer.
- Give the negative for this sentence.
- Give a sentence showing the meaning of this word.

Grid managers can suggest other systems – but there do need to be some numbers as well.

All participants should write at least one question and its correct answer. (Participants must be 100% sure that the answer is correct!)

The questions could be:

- General knowledge – e.g. country facts, (simple) mathematical calculations, commonly known information, science or history facts.
- Grammar Examples – e.g. (simple) examples such as ‘Give the past tense of ...’, ‘If \_\_\_ is the answer, what is the question?’, ‘Is this sentence correct? \_\_\_’.

Question writers should include their name on the question sheet in case it needs to be checked, and also their group/team number so that the questioner doesn’t ask them the question.

Slide 8

Please make up a question

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Questions:

Answers:

Name:  Group:

Questioner needs to collect question papers as they are ready and briefly check them (make sure they have a name and group/team number). All possible answers need to be included

Give a second paper to those who finish quickly.



Slide 9

Time Limit: 30 seconds



The Timekeeper keeps track of time after a question is asked. Teams will be allowed 30 seconds to answer a question.

Slide 10



M.C. will run the game show.

Slide 11



Let's prepare the Game Show.



## Preparation

***Secondly allow about 30 minutes to set up the Game Show.***

To set up the Game Show, the following volunteers are needed:

- M.C. to oversee the running of the show
- Questioner – to ask quiz questions and decide if answers are correct
- Scorer – to accurately display team scores
- Grid managers – two people to work together to read scores off small grid and write scores into grid on whiteboard
- Timekeeper – to keep time for teams answering questions
  
- Question writers – everyone will be involved in writing questions

1. Participants should be in groups of about 4-6, and each group/team should have a number.

The organising volunteers could sit as one group.

2. All participants should write at least one question and its correct answer. (Participants must be 100% sure that the answer is correct!)

The questions could be:

- General knowledge – e.g. country facts, (simple) mathematical calculations, commonly known information, science or history facts.
- Grammar Examples – e.g. (simple) examples such as ‘Give the past tense of ...’, ‘If \_\_\_ is the answer, what is the question?’, ‘Is this sentence correct? \_\_\_’.

Question writers should include their name on the question sheet in case it needs to be checked, and also their group/team number so that the questioner doesn’t ask them the question.

3. Grid managers need to prepare a paper grid complete with scores, and an equivalent blank grid on one of the white boards.

4. Scorer needs to prepare the scoreboard with a list of teams (team names or ‘team 1, team 2 ...’) and space to write scores.



5. Questioner needs to collect question papers as they are ready and briefly check them (make sure they have a name and group/team number). Give a second paper to those who finish quickly.

6. Timekeeper should make sure they are proficient in using the timepiece/computer timer, and maybe help the questioner. Teams will be allowed 30 seconds to answer a question.

7. M.C. should oversee, making sure everything is progressing.



## **Play the Game**

*If for some reason things progress too slowly and there will not be time to complete the grid before the end of the session, switch to a 'No question, just choose' mode, and allow teams, in turn, to choose a square to complete the grid.*

***Award the winning team.***

*Suggested Grid is below.*



***Suggested Grid for “Blown Away!” Game Show***

*With about 44 participants making up questions, a grid of 36 squares/boxes should be sufficient (allowing for some incorrect answers)*

6						
5						
4						
3						
2						
1						
	A	B	C	D	E	F

***Suggested Scores inside boxes:***

- B            5 boxes
- S            3 boxes
- Swap        2 boxes
- D            2 boxes
- Numbers    24 boxes (ranging from 1 ... to 1000)



**Question Papers for Participants**

Question: .....
.....
Answer: .....
.....
Name ..... Group .....

Question: .....
.....
Answer: .....
.....
Name ..... Group .....

Question: .....
.....
Answer: .....
.....
Name ..... Group .....